THE HUMANS

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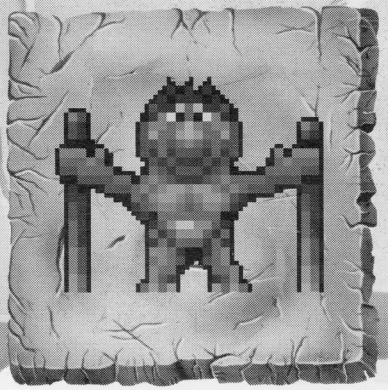
INTRODUCTION

Congratulations on joining the species..... Unfortunately, you' ve joined at the bottom of the pack and you're going to have to see if you can manage to shuffle your way to the top. Nothing personal, dear game-player, but you're starting out at Moron+1 level, it's up to you to see if you can make the climb up the evolutionary ladder and drag your tribe along with you. Oh yes, if it's any consolation , you're not alone, you do have a tribe of fellow–morons to help or hinder you. Good luck.....!

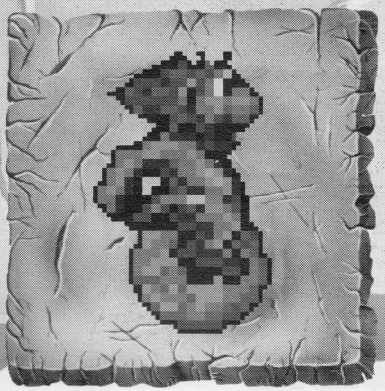
We know this is rather out of character for a would-be "Hu–manager" like yourself, but it might just help you get the evolutionary ball rolling if you took a quick peek at the playing instructions, just once perhaps? Thanks.



LOADING THE GAME

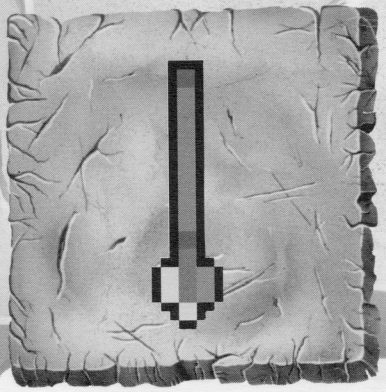
To keep things simple, you don't need to run Humans from "Workbench". Just make sure that your Amiga is turned off and you have a joystick connected. Insert disk A into the disk -drive and turn on the power. Please be patient while the game loads, just sit back and groove to the excellent Humans theme. The Humans band appears when it's time to insert disk B.

Soon after inserting disk B you will find yourself in "Humans School" with teacher asking you to take a look at the drawing on the blackboard and name the page where you see the same drawing in this manual, if you're a good boy/girl and get it right, the loading sequence will continue. The next thing you'll see will be the High Scores and the Credits. If your name isn't up there or if you haven't got a credit, you probably won't want to look at this for very long..... and you don't have to..... Hitting the fire-button will melt it all away, and the next thing you will see will be the Options Screen. The



Options Screen does not require a degree in computer science to understand. You can turn the music and/or animations off, (this does speed the game up slightly by cutting down loading times) . If you're returning to Humans and have remembered to make a note of the code for the last level you were playing, then walk your Human in the direction of the "ENTER CODE" signpost, delete whatever's in the code box and enter your last level code and hit the Fire-button. (You should know that if you've already played the game!)

O.K. You're nearly there. In front of each level is the Humans "Party-Screen", apart from your tribe getting down to the funky Humans' band, you are given the code for the up-coming level, your current score, your tribe's status in the population stakes, (How many Humans you've got in your tribe at the present time, dork!) and also how many Humans you will need to complete the level. Right then, hit the fire button and get playing.....



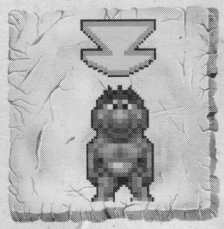
CONTROLLING YOUR HUMANS

When you get to see your first real live Humans on the level and ready for action, you will find them dotted about, hanging around doing nothing. Don't be misled, each one is a prehistoric power-house, strategically placed, ready to do your bidding. You need to control each one of your tribe individually to achieve the goal for that particular level.

Selecting your Human.

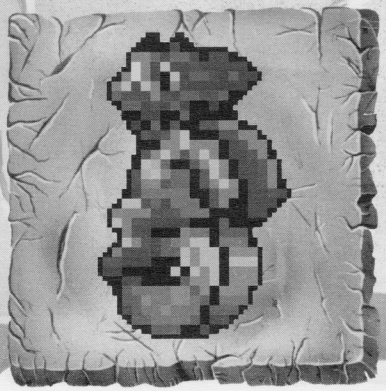
Depending on the nature of the level, you will have up to eight Humans to control, to work together to reach the level's goal. Using the left and right cursor keys on your keyboard you can select any of the individual Humans, a large arrow will appear briefly above each Human as he is selected. Once selected, all further commands will be carried out by the Human which you have singled out, until you select another member of the tribe. You may also select members of the tribe by pressing the keyboard function keys; "F1" for Human No.1 up to

"F8" for Human No.8. It is up to the player as to which system he/she uses. Swap between the two methods to gain the best tactical use.



Walking and Climbing.

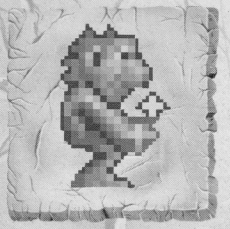
Pretty simple stuff this. To walk left or right, move the joystick to the left or right! To climb a ladder or a rope or a stack of Humans (more later), move the stick forwards to go up, back, to climb down. (We bet you'd guessed that already.)



Basic Actions

From the start, your most unpromising raw material, the basic Human has only two functions over which you have any control, he can: PICK UP and FORM A LADDER (Stacking). The basic Human is so proud of these achievements that they have been carved in stone at the foot of the screen, (the Action Bar). Using the space bar on your keyboard you can select between these functions, as you select a function, the relevant icon on the Action Bar will be highlighted. Confirm your selection using the enter key.

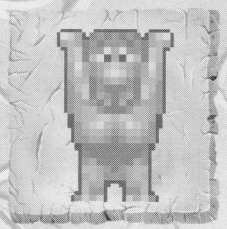
Picking Up Objects



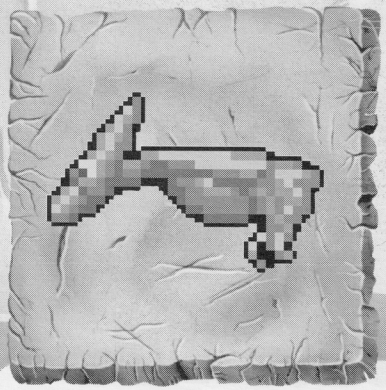
Once you have decided on an item which you wish to pick up, you must move your Human over the object, select the Pick-Up icon using the space bar and hit the return button on the keyboard

to carry out the action. Your Human has now picked up the item and you will see at the bottom of the screen that the carved stone Action Bar will now be showing a new set of icons for you to choose between, offering a range of actions possible with your new spear, rope, or whatever.

Forming a Human Ladder/Stacking



Your Human's other basic function (the one that you see on-screen!) is the stacking action. Throughout time Humans have always enjoyed climbing on top of one another for various reasons, in our game they climb on top of each other to form Human ladders to move up and down through the level. With the Stacking icon selected, simply pushing the joystick forward will put the Human into the stacking position, both arms raised above his head, if you then select another Human and bring him in front of the first

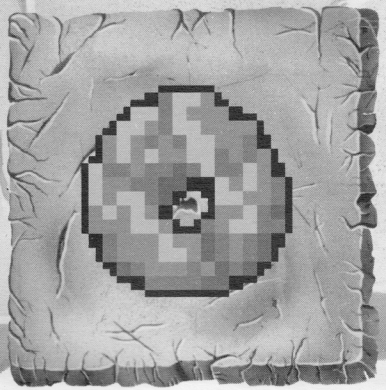


Human, pushing the joystick forward will make him climb on top of the first Human. This process can be repeated to build impressive multi-Human stacks to obtain otherwise out of reach items and reach goals.

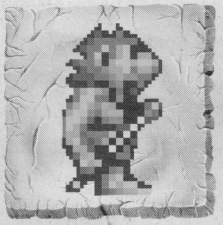
TAKE CARE! When you begin to build your stack, particularly if it's going to be a tall one, make sure that your bottom Human is close enough to the base of the step you wish to climb. If you're too far away to start with, taking into account the wobble factor, your top Human may not be able to step off the top of the stack on to the ledge. You have been warned.....

AVAILABLE OBJECTS

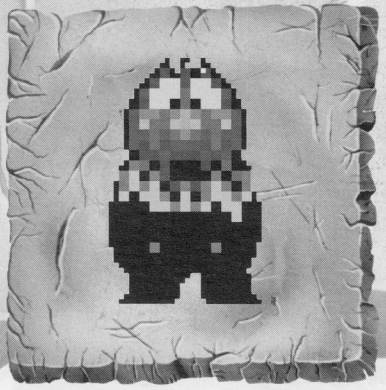
On progressing through evolution your Humans are going to discover various items of hardware which will help them to progress. These different objects all have their uses and separate icon-sets to enable you to control them. This is how to use them.



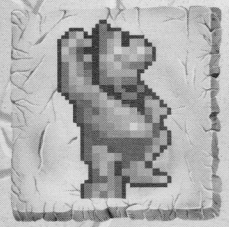
The Spear



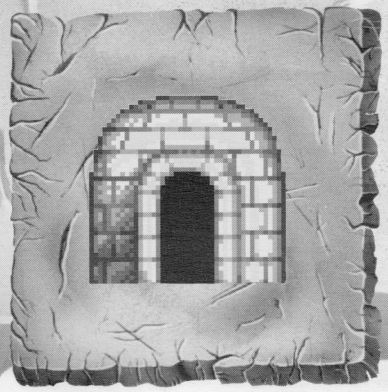
Spears are useful items and are one of the first objects your Humans discover on their journey through evolution. Spears are not only useful for killing things, they have many other uses which are described below. When you see a spear which you may want to pick up and use, select the pick-up icon using the space bar. Move your Human over the spear and hit the enter key, your Human will now be holding the spear and the appropriate spear control icon-set will have appeared on the action bar.



Throwing The Spear

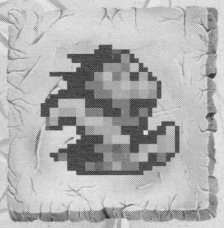


Select the THROW icon using the space bar and confirm your selection by hitting the enter key. Your Human will now be holding the spear above his head, ready to throw. At this point it's a good idea to check if your Human's facing in the right direction, if he's not, then pull the joystick back, your Human will return to the holding position and you can turn him in the direction in which you wish to throw. Now that you have your Human poised and ready to throw, you can vary the desired trajectory by selecting from three different starting angles. For example if your Human is facing to the left, by moving the joystick to the right, you can make your Human lean progressively backwards depending on the type of throw you wish him to make. A little practice here should sort out your technique.



To finally carry out the throw, simply hold down the fire button on your joystick, the Action Bar at the bottom of the screen will turn into a Power Bar. The Power Bar expands lengthways, depending on the power of the throw required, you should release the fire button as the bar lengthens. For a short throw, release just as the bar begins to expand, for longer/higher throws, let the bar grow longer before releasing. Once again, some practice here will soon have your Humans throwing like Fatima Whitbread.....

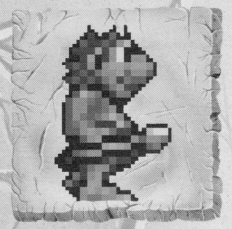
Vaulting Using The Spear



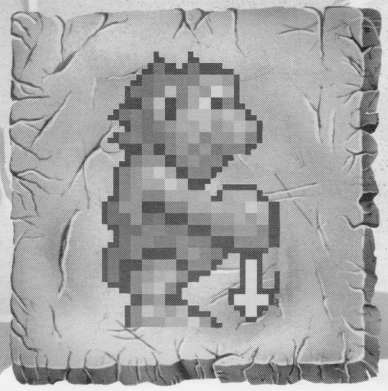
Although moronic, your tribe does display the occasional flash of intelligence, in this particular case the Humans have learned how to use the spear to vault over chasms and obstacles. Select the VAULT icon using the space bar and confirm your

choice by hitting enter on your keyboard. Assuming that your Human is in position to make his vault, hold down the fire button and the Power Bar will appear at the bottom of the screen . As described in the "Throwing a Spear" section, gauge the power and release the button when you have enough of the bar displayed to make a successful leap. If you wish to cancel the vault, pull the joystick towards you and your Human will return to the holding position.

Brandishing a Spear

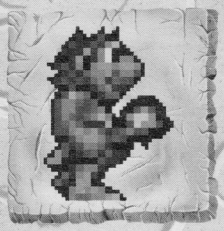


As your tribe progresses through evolution it soon becomes apparent that the Humans are not going to get things all their own way. There are nasty dinosaurs and a pesky tribe of rival Humans who are out to get you. If you select the BRANDISH icon using the space bar, confirming with the enter key, you will be able to nominate a



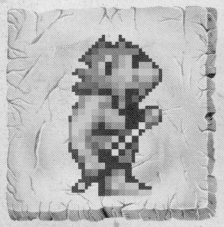
Human to fend off these undesirable intruders, holding them at bay, while the rest of the tribe gets on with achieving the level's goal.

The Torch



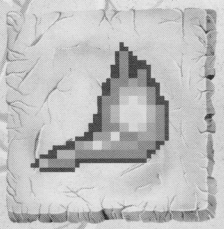
Making the assumption that your tribe of mental midgets is actually progressing along the evolutionary path, the next object which they will find will be the burning torch. Just as with the spear, if you're going to pick up the torch, move your Human over the torch and having selected the PICK UP icon, confirm your action using the enter key. The Action Bar will change to display the torch icon-set and lo and behold, your Human is now holding the torch.

Brandish

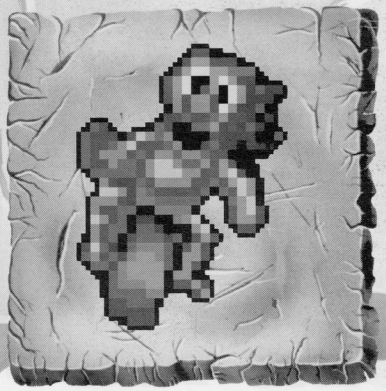


Selecting the BRANDISH icon, your Human can now perform the very useful action of "Brandishing". Having positioned your Human where he can usefully brandish his torch, (usually where there's a greedy dinosaur wanting to dine on your tribe) confirm your choice with the enter key. Your Human will now bravely brandish and keep the would-be "Dining-Dino" at bay until you command otherwise.

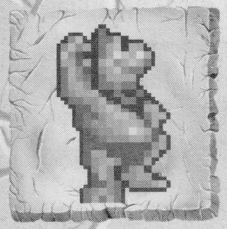
Setting Things On Fire



No point in having fire unless you can set fire to other things and thus satisfy one of the Human's most basic instincts, the instinct to destroy. The BURN/IGNITE icon is most useful for setting fire to vegetation which may be blocking your tribe's progress, select the burn/ignite icon via the space bar and ignite the chosen object using either the enter key or joystick fire button, the obstruction will be reduced to ash and your Humans will be able to pass by.(A word of warning, fellow members of the tribe also tend to be rather inflammable, so be careful when your Human's waving his torch about!)

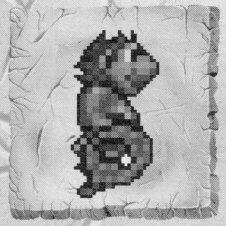


Throwing the Torch



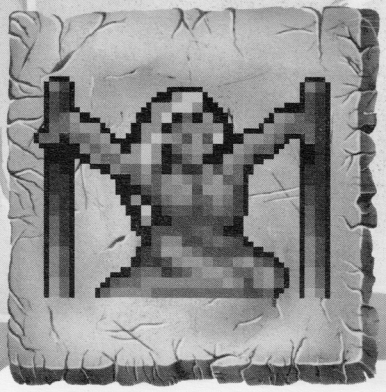
Throwing the torch is not only good fun for your Humans, it is also a very important part of working together to achieve each level's goal. By throwing the torch your Humans are able to pass this useful object to each other around the level. Select the throwing icon using the space bar, the action of throwing is carried out in exactly the same way as described in the "Throwing a Spear" section. You can control the angle of the throw with the joystick, making your Human lean back to the desired degree before he makes the throw. To actually make the throw, hold down the fire button and the Power Bar will appear at the bottom of the screen, release the fire button as the Power Bar lengthens, sooner or later, depending on the strength of throw required.

The Rope

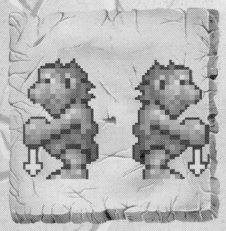


As you might expect, a rope comes in pretty handy when your Humans are climbing about all over the levels. You will find neat coils of rope dotted about on various platforms throughout the game, using a rope can be much faster than running about trying to find a ladder and may save your Humans each having to go through all sorts of complex manoeuvres to get to a certain point.

To pick up a rope, simply move your Human over the rope and select the pick-up icon using the space bar, confirm your selection by hitting the enter key. Your Human is now carrying the rope.



Lowering and Raising the Rope

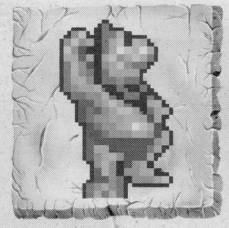


First of all make sure that your Human is close enough to the edge of a cliff for him to be able to cleanly lower the rope. Select the RAISE/LOWER icon from the Action Bar and confirm your selection with the enter key, your Human will now lower the rope over the edge, clicking again on this icon via the enter key, will have your Human pulling the rope back up.

Climbing the Rope

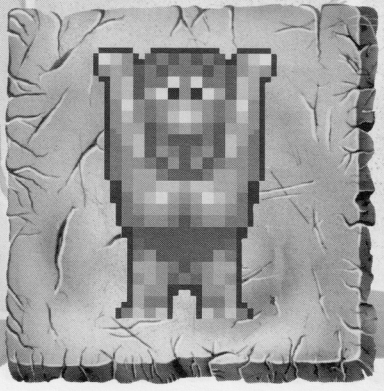
For a Human to climb down the rope, move your chosen Human over the rope and pull the joystick towards you. To climb up the rope, move your Human over the rope and push the joystick forwards, the Human will climb the rope.

Throwing the Rope

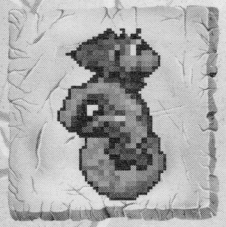


Throwing the rope allows your Humans to pass this handy piece of equipment from one member of the tribe to another. Select the THROW icon on the Action Bar using the space bar and confirm your choice of action with the enter key.

Once again, as with throwing the spear, you can control the angle of the throw by adjusting your Human's stance before he throws, you can control the power of the throw using the Power Bar, holding down the fire button and releasing when you judge your Human to have the correct amount of power.



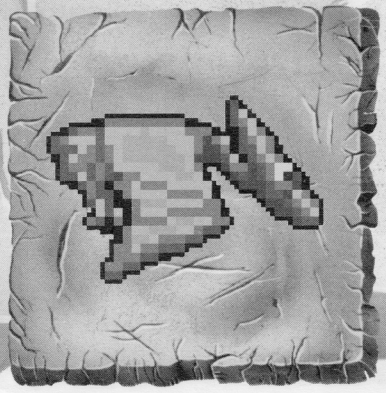
The Wheel



Of course, no Human could ever hope to evolve (or revolve for that matter!) without The Wheel, and so it is, that before too long you will come across the said "wheel", a discovery that your tribe will be able to *turn* to its advantage.

Mounting The Wheel

Finding the wheel lying on the ground, move your chosen Human over the wheel and select the pick up icon using the space bar, confirm your choice with the enter key. Your Human will now be perched, sitting on the wheel, ready to roll. The wheel has only one icon in the set on the Action Bar, the dismount icon, all other movements are controlled with the joystick.



Riding The Wheel

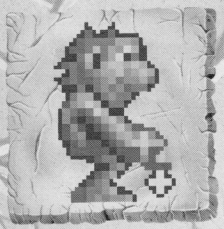
Once you have your Human mounted-up and mobile, you will probably be impressed with the uncanny ease and dangerousness with which your nominated neanderthal can career through the level. As he rolls downhill he will accelerate, as he rolls uphill his speed will drop. One of the useful functions of "wheel-riding" is that the wheel can be used to propel your Human across chasms that he may otherwise not be able to cross. The method is simple and with practice will serve your tribe well.

Make sure that you can get a good run at the gap which your Human wishes to cross, as your Human reaches the edge of the precipice, hold down the fire button, this will cause the wheel to jump, the longer you hold down the fire button, the longer the jump will be.

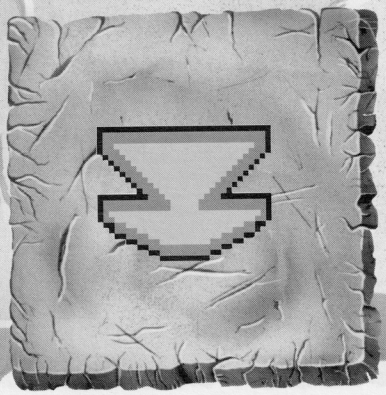
Rolling The Wheel

By holding down the fire button on the joystick and using the stick itself as normal, your Human will push along any wheel he may be near to. This may be useful for rolling the wheel into water where it may make a handy stepping-stone.

Dismounting From The Wheel



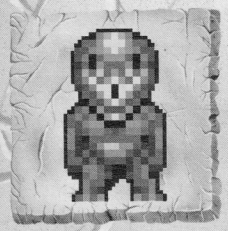
Select the dismount icon from the Action Bar using the space bar and confirm your choice with the enter key. Your Human will now dismount from the wheel.



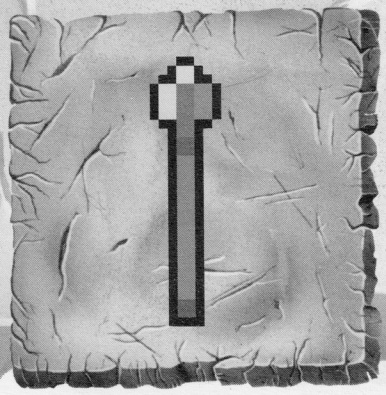
Stone Blocks

Every now and again your long-suffering tribe members will come across stacks of stone blocks , blocking, would you believe, your Humans' progress. These blocks are the remains of a "Stonehenge Lego Set" which someone in a previous time, never got around to finishing. These barriers can be removed by having your tribe scout around the level to find a shallow depression which is connected to the block-stack by an invisible lever. Using the tried-and-tested Human system of trial and error, you can stack members of your tribe and/or objects on these depressions, to make the stones disappear. To keep the way free though, you have to keep your Humans/objects in place.

The Witchdoctor

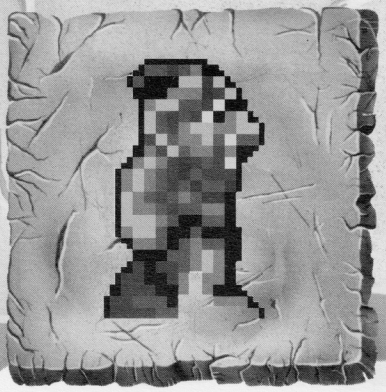


No tribe is really complete without a witchdoctor, so in order to have a complete tribe you will notice, from time to time, the mysterious appearance of this masked figure. Wearing a special skull-shaped mask, he will blend into your tribe, counting as a regular Human on your on-screen counter and acting like a normal tribe member in most respects. The witchdoctor can perform all the routine Human actions but is unable to pick up and use any object found around the level.



Casting Spells

Of course, the special thing about a witchdoctor is his ability to cast spells and conjure up objects. If you want your witchdoctor to cast a spell and magic a useful object out of thin air, you must first of all make sure that your witchdoctor is in the right place where you want this object to appear. Having selected and moved the witchdoctor in the same way as you would any other member of the tribe, you will notice his icon-set has appeared along the Action Bar. There will be a stacking icon and other icons representing the objects which the witchdoctor can summon, use the space bar to cycle through the icons until you reach the item you wish the witchdoctor to produce. Confirm your choice with the enter key.



Now you didn't expect that you were going to be able to get something for nothing here, now did you? The witchdoctor demands a heavy price for any object he conjures.....Members of the tribe..... He has a sort of a price list: One wheel/One Human, One spear/One Human, One rope/One Human, One torch/One Human. In order for the magic to work, your Humans for the sacrifice must be moved up alongside the witchdoctor. That's right, it's a hard world.....

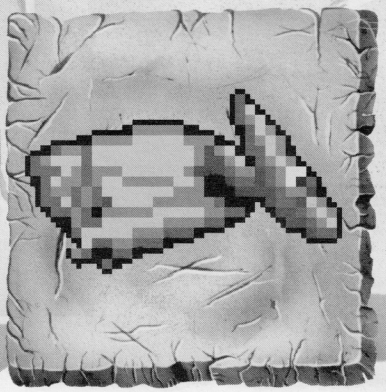
The Level Goals and Scoring

The object of the game is to complete the levels. To score well and to win a place for your tribe in the "Top Ten". Your tribe needs to complete the levels in the shortest possible time, while at the same time having the largest possible number of tribe members. Sounds simple doesn't it? It is.....

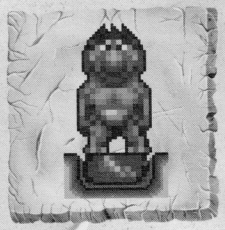
Before starting each level, the particular goal for that level will be displayed in a box in the middle of the screen. This may be the simple message "Reach the Goal", or your tribe may be given a more specific task such as rescuing a hostage or discovering a new object. Once you have read the message and hopefully, understood it, pushing the fire button will start you off on that particular level.

Spotting the Goal

This is not only a problem for Dunfermline, St Etienne, Moenchen-Gladbach, Ajax, Juventus, (delete according to language version) it may also not be immediately obvious upon starting a level, exactly where the goal is located. You may have to move some of your Humans around the level a bit, in order to reveal the goal's location. If your tribe's objective is to release a hostage, for example or to discover fire, it's pretty obvious what these items will look like and you shouldn't have any problems recognising them.



On the other hand if your level's message is; "Reach the Goal", you need to be able to recognise just what a goal looks like.



The Goal-Block

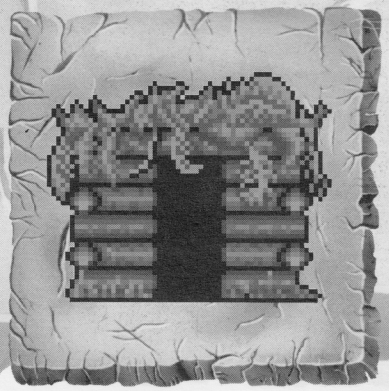
The level's "Goal-Block" is a red plate on to which you have to move your Human to complete the level. Moving your Human on to this "Goal-Block" and hitting the fire button will stop the clock and end the level.

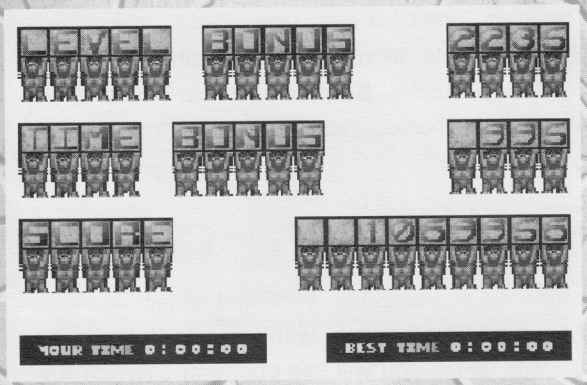
Bonus-Blocks

On some levels, next to the Goal-Block you will find Bonus-Blocks. By placing extra Humans on these Bonus-Blocks, you will earn extra points for that level.

Scoring

In order to score points, your first objective must be to complete the level within the time given by the clock which you will see counting down at the bottom left of the screen next to the Action Bar. At the bottom right of the screen on the other side of the Action Bar there is another counter. This is your tribe's population indicator, which lets you know how many tribe members you have at any one time.





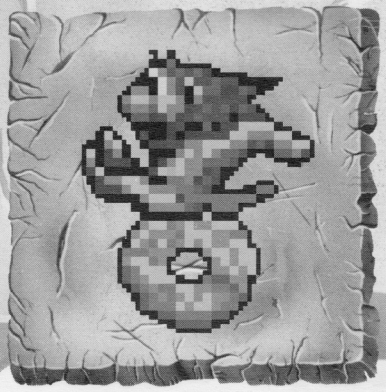
You are given two scores for completing each level, which are displayed separately and as a total on the score screen at the end of each level. One score is the time score. The other is the level score.

Time Score

For each second remaining on the counter at the end of the level you are awarded 10 points: e.g. If you have 50 seconds remaining you receive 500 points. If you set a new record for the level you also receive a time bonus score of 1000 points.

If your tribe is unfortunate enough to run out of time on a particular level, and if there is a spare Human in your tribe, he will be forfeited and your tribe can go on to hopefully complete the level.

If your tribe is also unfortunate enough to run out of the required number of Humans to complete the level, before the level's allowed time is up, you will be given the option to restart rather than being forced to carry on until the time runs out with no chance of success.



Level Score

The level score is calculated by taking the number of members of your tribe and multiplying this figure by the level number. This total is then multiplied by 10: e.g. 8 (tribe members) x 10 (level number) = 80 x 10= 800, your total score. If there are bonus-blocks available at the end of the level, by placing a Human on one of these blocks you receive a bonus of 1000 points for each block occupied.

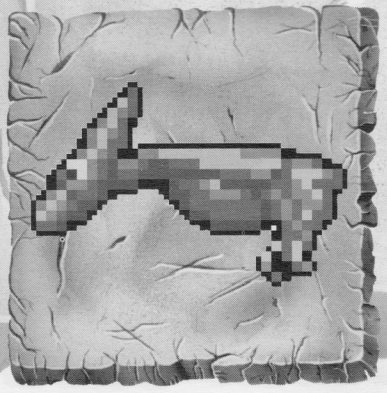
So if you managed to finish level No.10 above and there happened to be two bonus-blocks at the end of the level, on to which you placed two Humans, your total level score would be 2800 points, add this to your time score of 500 and you have a grand total of 3300 points.

It's really not that complicated, remember this is a computer game and adding-up is what a computer does best, leave it to the machine!

About Your Tribe

Your tribe is basically a happy bunch of simple individuals who really would be quite content to hang around at level zero for the rest of time, after all, hanging around in a nice warm computer is pretty comfy and un-demanding, what could be nicer? So all of a sudden you come along with your upwardly mobile aspirations and force them along this path called Evolution, bad news and difficult, but they're prepared to give it their best shot, just for you.

You start out with a basic number in the tribe to complete the early levels. On the way you will pick up the odd new member, rescuing a hostage from the nasty neighbouring tribe for example, these are the poor guys who you'll see tied up hollering "Help", pretty easy to spot and easy to free if you just keep an eye out for the baddies. Walk your Human past these unfortunates to free them, doing this will add to your scoring power as you build up the tribe.



Building up your tribe's membership is in fact very important, since as you really get into the game you're going to need all the Humans you can get. It's sad but inevitable that you will lose some of your tribe as you move through the levels, Humans are very sensitve to long drops from cliff-tops, just like in real life. Don't expect your Humans to be superhuman.....Remember they've only just made it to being Monkey+1 (Apes with attitude).

At the beginning of each level the "Party Screen" will tell you how many Humans you will need to complete the level. Now just because you've got more members in your tribe than you actually need to complete, don't go wasting the poor Humans just for the hell of it, if you have a surplus in your tribe, (see the tribe member indicator) and you lose one in the level, he will automatically be replaced, but only up to the limit of Humans in your reserve.

Your "spare" Humans will almost certainly be needed for the "ultimate sacrifice" when you meet the Witchdoctor or maybe wish to distract a

dinosaur.....Your "spare" Humans may of course be needed for the next level, you may be O.K. on your present level with four tribe members, the next level might require eight! If you don't have enough members in your tribe to begin a level, you will have to go back to one for which you do have enough, and that might be a long way.

Hints and Tips

There is often more than one way to solve a level. Faster and slower methods, ways where you might have to sacrifice a Human, ways where you might not.

Remember the bonuses for taking more than one Human all the way through levels where there are bonus blocks. The scores possible by doing this might be greater than by taking only one Human through and completing the level in a shorter time.

Use the split scores at the end of each level to see where you are scoring well and where you might be able to improve your performance.

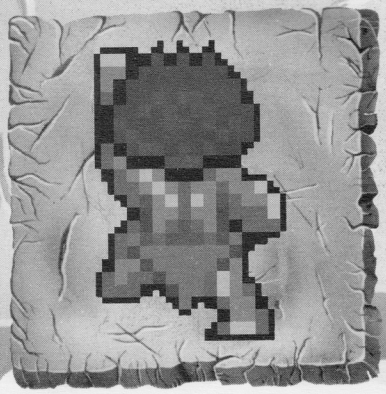
Maybe some of the creatures found on some of the levels will be able to help your Humans.

DO NOT write-protect Disk C. This is where your scores are recorded.

RUNNING HUMANS ON YOUR PC

INSTALLATION

Insert disk A into drive A and type "install". Follow the on-screen instructions to continue the installation and to select your preferred method of control, i.e. by keyboard or by joystick. The computer will also ask whether or not you wish to install Humans to your hard drive, or run from floppy. If you select to install on hard disk, then follow this procedure:



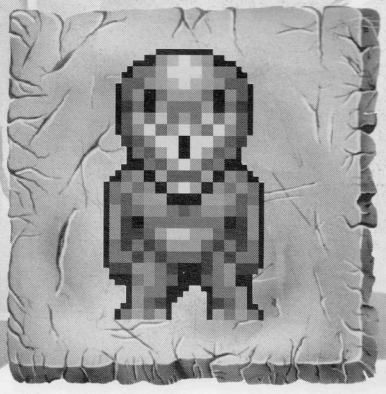
When running from hard disk, change to your designated "Humans" directory (using the "CD" command). At the prompt, type "Humans" and the game will load up. On screen messages will lead you into the game.

PROBLEMS?

If you should experience a problem loading Humans i.e. on-screen message "Not enough memory to run program", it is probably a good idea for you to run the game from a "boot-disk" which you can make yourself. This will save you having to make alterations to your computer's system files.

To make a "boot-disk" simply take a blank disk and insert into drive A. At the DOS prompt type the command, "format <space> a: <space>/s", this will create your "boot-disk".

From now on, whenever you wish to play Humans, turn off your computer, Insert the "boot-disk" into drive A and turn your computer back on. Once your



machine has booted up and you have the DOS prompt on–screen, use the following procedure:

When running from floppy: Remove the boot–disk from drive A, insert game disk A and type "Humans" to load the game, follow the on–screen requests for the rest of the disks which will lead you into the game.

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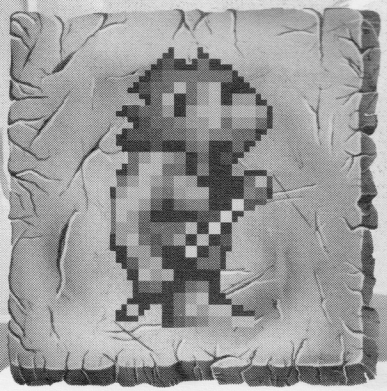

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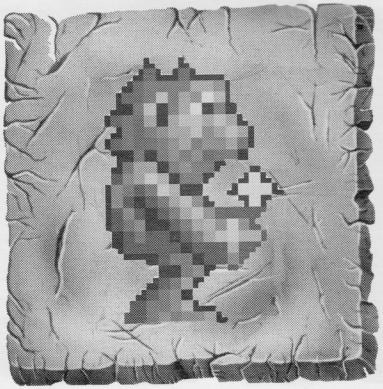

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